

The Elder Scrolls IV

OBLIVION

Bethesda

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:











The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



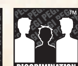












For further information visit http://www.pegi.info and pegionline.eu

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Installing the Game

Installing and Starting the Game

To install *Oblivion*, simply insert **Disc One** and run the *setup.exe* if it doesn't start automatically. Follow the on-screen instructions to install. To install *Knights of the Nine* and *Shivering Isles*, insert **Disc Two** and follow the same steps. Once installation is complete, remove **Disc Two** and insert **Disc One**. Launch *Oblivion* from your Windows Start Menu, or double click the icon on your desktop.

Starting Shivering Isles and Knights of the Nine

Shivering Isles adds content to your new or existing *Oblivion* game which you can access after one day of in-game time (simply use the Rest option to wait 24 hours). After 1 day of in-game time, you will get a quest message providing you information about the *Shivering Isles* content (“A Door in Niben Bay”). If you are starting a new game, you must exit character generation first before allowing a day to expire. Once you get the message, your quest journal will add a quest target pointing to where you can experience *Shivering Isles*.

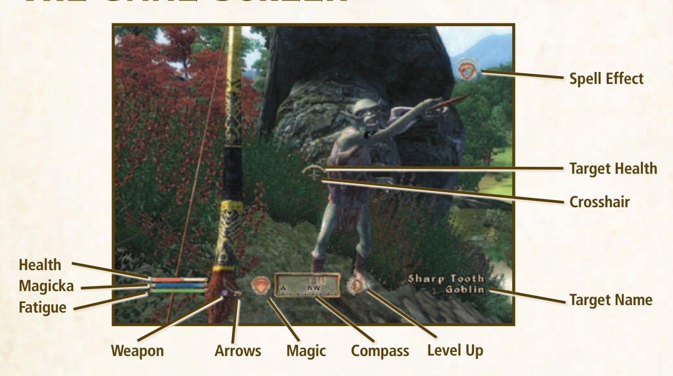
For *Knights of the Nine*, you will need to go visit the chapel in Anvil and then talk to the prophet outside in order to get your first quest.

Gameplay Controls

Q — Auto Move
W — Forward
E — Jump
R — Switch View/ Vanity Mode
T — Rest
A — Slide Left
S — Back
D — Slide Right
F — Sheath Weapon/ Torch
Z — Grab
C — Cast
Tab — Menu Mode
Caps Lock — Always Run
Shift — Run
Ctrl — Crouch/Sneak
Alt — Block
Space — Activate
F5 — Quick Save
F9 — Quick Load
Quick key: 1 thru 8

Mouse:
Use/Attack
Block
Click to switch between first-person and third-person views. Hold to enter Vanity Mode.
Scroll to zoom your view in and out in third person.

The Game Screen



Health
The amount of damage you can take. Sleeping, waiting, potions or spells can restore your Health.

Magicka
Casting spells uses Magicka. Magicka regenerates based on your Willpower. Sleeping, waiting, potions or spells can also restore your Magicka.

Fatigue
Fatigue is how tired you are. Low Fatigue hurts your effectiveness, especially when doing melee attacks. Fatigue returns faster if you walk instead of run.

Weapon
Your active weapon.

Arrows
Number of arrows equipped.

Magic
Your active spell.

Spell Effect
Any temporary spell(s) affecting you.

Target Health
Shows the health of your target.

Target Name
Name of highlighted object or character

Crosshair
Helps you target objects and characters. See next page for details.

Compass
Shows direction, locations, and markers. See next page for details.

Level Up
Indicates you can sleep in a bed to advance to the next level.

Compass and Activation Icons



Icons on the compass indicate nearby places of interest (like dungeons, cities, or inns), and Quest Target markers indicate the direction of your active quest objective.

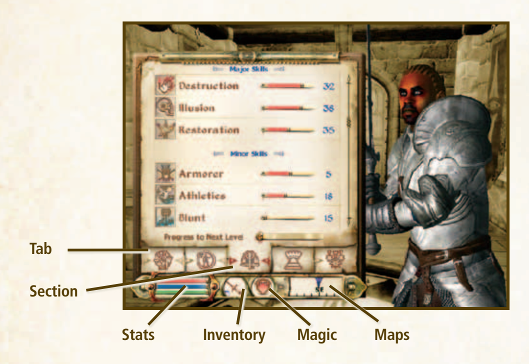
Target Markers

A red arrow means you must travel through a door or portal to reach your objective.

A green arrow means you are already in the same general location as your objective.

A blue arrow is one you can place yourself on your local or world map.

Journal and Stats Menu



There are four main sections of your Journal: Stats, Inventory, Magic, and Maps.

Tab Key
Enter/exit Journal mode.

Left Mouse Click
Select tabs or sections in Journal.

Up/Down Arrows, Mouse Wheel, or Click-and-Drag Scroll Bar
Scroll up/down through lists.

Hold Left Mouse Button and Move Mouse
Rotate/zoom your character to examine him/her.

Stats Menu



The Stats Menu has five tabs, from left to right:

Character – Basic info about your character.

Attributes – Information on your eight Attributes.

Skills – Information on your 21 skills.

Factions – Shows the factions you belong to and your current rank in each.

Accomplishments – Lists your many accomplishments.

Skills Tab



You have seven Major Skills and 14 Miscellaneous Skills. Under each skill is a bar indicating (in red) how close you are to increasing that skill. The more you use that skill, the faster it will increase.

Major Skills
The skills that define your character. You must increase any combination of your major skills by a total of 10 points to advance your character to the next level.

Minor Skills
Increasing these skills makes you better at them, but does not help you level up.

Skill Progress Bar
Tracks how close you are to raising that skill by another point.

Positive Skill Modifier
Values appearing in green are currently being modified by positive spells, abilities, powers, or other effects.

Negative Skill Modifier
Values appearing in red are currently being modified by negative spell effects, diseases, or other effects.

Level Progress Bar
How close you are to raising your character's level.

Inventory Menu



The Inventory Menu has five tabs, from left to right:

All Items
This list includes everything in your inventory.

Weapons
This displays only the weapon items in your inventory.

Armor
This displays only armor and clothing in your inventory.

Alchemy
This lists all potions, alchemy apparatus, food, and alchemical ingredients.

Miscellaneous
This list displays Miscellaneous items, including Books, Notes, Gems, Keys, Torches, Lockpicks, Magic Stones, and other items.

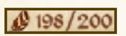
Left Click – Equip or Use the selected item
Shift + Left Click – Drop the selected item
Left Click and Hold Mouse Button – Drop the selected item in grab mode.

Hotkeys

In the Inventory Menu, define Hotkeys by holding one of the **1 - 8 Keys** while simultaneously selecting the weapon, armor, spell, or item you want in that slot by **Left Clicking** the desired selection. Note, you can still change menus with the Hotkeys open, and the item will be assigned when you **Left Click**.

While playing, use **1 - 8 Keys** to select any of your eight Hotkeyed items.

Right-Hand and Left-Hand Slots
Weapons equip in your right hand, shields and torches in your left. Shields and torches each have their own slot, but will not be used with two-handed weapons like claymores, warhammers, bows, and magical staves, even though the slot is equipped. An equipped torch is always used when your weapon is sheathed; so pressing the **F Key** is a good way to switch between your weapons and torch.



Your current Encumbrance compared to your Maximum Encumbrance. If you are carrying too much you will be Over Encumbered and you cannot move until you drop some items to reduce your encumbrance.

16 The combined effects of your physical armor and active magical armor effects. The higher the number, the better.

31 How much gold you have.

Inventory Items
Items in inventory are represented by an icon to the left of the name of the item. A number indicates a stack of more than one of the item. In addition, one or more of the following icons may appear on the item icon:

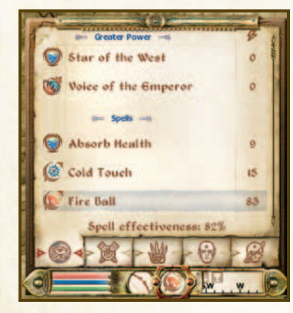

Magical Item

Stolen Item


Poisoned Weapon


Broken Item

Magic Menu



Successfully casting spells will raise your skill in that spell's school. You can buy new spells from various people in the world who sell them. The Magic Menu has five tabs, from left to right: All Magic, Target Magic, Touch Magic, Self Magic, and Active Effects.

Spell Icon
The magic effect of the spell.

Spell Name
Name of selected spell.

Magicka Cost
Indicated by the Lightning Bolt icon, this column provides the Magicka cost of casting the spell. This is dependent on your skill in the spell's school.



Navigating to the listed spell displays more about the spell.

Spell Effectiveness
Wearing armor lowers the effectiveness of your spells. To increase your spell effectiveness, either wear less armor, or raise the appropriate armor skill (light or heavy). A lower spell effectiveness will reduce the magnitude and duration of your spells.

Active Effects Tab
All spells, abilities, powers, and other magical effects currently affecting your character. It includes always-active birthsign abilities, powers, and diseases.

The combined magnitude of all magic using this effect on you.

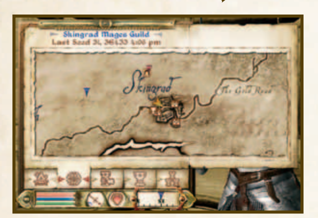
Racial Abilities
Inherent abilities that never need to be cast and are always active.

Powers
Many races and birthsigns also provide special powers that can be used once a day but are readied and cast just like spells. Powers are not assigned to a school of magic, so using them will not improve your magic skills.

Lesser Powers
These are similar to Powers, but less powerful and can be cast more than once per day.

Diseases
While not actually magic, the effects of disease are similar to magical curses. You can get cured at chapels in towns and Wayshrines in the wilderness, or by using a Cure Disease spell or potion.

Maps and Quests



The Maps Section has five tabs, from left to right: Local Map, World Map, Active Quest, Current Quests, and Completed Quests.

Local Map



This shows your immediate surroundings. Rollover icons display information about doors and their destinations, and quest targets indicate your quest objectives.

Left Click – Fast Travel (when highlighting a discovered location)

Shift + Left Click – Place your own marker on the map.

Left Click and **Hold Mouse Button** – Scroll the map



World Map

This shows a map of Cyrodiil.



Your Position: The gold arrow shows your position on the map



Quest Target: The Quest Target is a red or green arrow on the World Map. The Quest Target is always determined by your Active Quest. To make a quest active, select it from the list in your Current Quest tab.



Your Target: The Blue Arrow. You can place, move, or remove this by holding **Shift** and **Left Clicking** the map.



Discovered Location: Dark markers can be selected for fast travel. You cannot fast travel from interiors or while in combat. When you fast travel, time will move ahead according to how long it would have taken you to get there normally. If you have a horse, it will fast travel with you. When traveling to cities, your horse will be placed in the nearest stable.



Known Location: Bright markers are known to you, but cannot be fast traveled to until you discover them on your own.

Active Quest

This displays entries for your active quest. Select a quest in the Current Quests tab to make it your Active Quest. The Quest Targets displayed on maps and your Compass are the Quest Targets for your Active Quest. Click the Map button to view the position of your Quest Target on your World Map.

Current Quests

This displays entries for all your quests that you have not yet completed. Select a Quest to make it your Active Quest.

Completed Quests

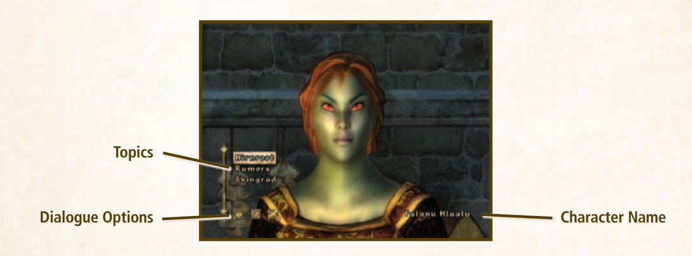
Lists all of the quests you have completed. Select an entry to display all the entries for that quest.

Quests and Quest Targets

When a quest is Active, Quest Target arrows are displayed on your Compass and on your Local and World maps. You can use these markers to guide you to the next step in completing your Active Quest. On the World Map, Quest Targets indicate the general location of your next step. On the Local Map, the Quest Target will indicate the location of the next step, or the door you must go through to reach that location.

Dialog

When the Speaking icon is displayed, activate the person to initiate dialogue. The Dialogue Menu has several important areas.



Character Name

The name of the person to whom you are speaking.

Topics

This is a list of everything you can ask this person about. You may need to scroll down to reveal additional topics. Asking about certain topics may add new topics to the list. A topic displayed in gold has information you do not have yet. If it is grey, you already know the information the character will say. If you ask a topic and it stays gold, that means the character does not like you enough to tell you everything they know.

Dialogue Options

Various dialogue options may be displayed beneath the list of topics. Selecting these icons will bring up other dialogue menus.

Persuasion: Allows you to attempt to raise the character's Disposition through Persuasion gameplay.

Barter: Buy and sell goods. See next page.

Repair: This character can repair normal and magical weapons and armor of all kinds for a price.

Spells for Sale: Displays the spells he has available, with the cost in Magicka to cast and the cost in gold to purchase.

Recharge: Those offering this service are able to recharge your magical items for a fee.

Training: There are a limited number of characters capable of teaching skills, and even fewer can teach the skills at higher levels. You can only raise any combination of your skills by a total of five points until you level up again.

Exit Dialogue

Bartering

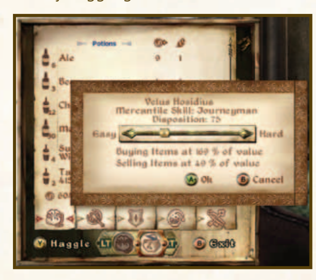
Choosing Barter will display both your inventory and the person's inventory. In the Barter menu, click the bag on the right to show a list of items you can sell to the merchant. Click the bag on the left to show a list of items the merchant has for sale.



Select any item(s) you want to obtain from the person and they will be placed in your inventory. You can also attempt to sell him any of your items by selecting them from your inventory. The person you are bartering with will choose to accept or reject any offer you've modified based on your Mercantile skill and how much you are haggling. Note that if the offer is rejected, their Disposition will drop by a point.

Haggling

The prices a merchant offers are determined by your Mercantile skill, the merchant's Mercantile skill, and the merchant's Disposition towards you. A merchant may actually be willing to sell at a lower price, or may be willing to pay more for your goods, but you can only find out how much more by haggling.



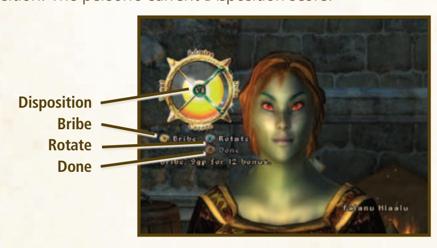
Select the Haggle button to haggle. The Haggle display indicates the merchant's Mercantile skill mastery level and Disposition, and lets you adjust how easy or hard you want to bargain. The greater your Mercantile skill, the lower the merchant's Mercantile skill, and the more the merchant likes you, the farther you can push your haggling to the 'Hard' setting and still have your offer accepted. Once you find a point on the slider where the merchant will accept an offer, however, he consistently accepts offers at that point (unless his Disposition towards you drops). And as your Mercantile skill increases, in time you'll be able to push your haggling even harder.

Persuasion

Disposition

A person's Disposition to you is a number on a scale from 0 to 100 that reflects how he feels about you. The higher the number, the more he likes you.

A person's Disposition is based on a variety of factors, including race, personality, your reputation, faction affiliations, and how the person may feel about your previous actions (e.g., you helped a member of this individual's guild, or stole from or killed a friend of his). Disposition: The person's current Disposition score.



BRIBE: The cost of a bribe attempt. Bribes allow you to pay to increase a person's Disposition. Not everyone will accept bribes.

ROTATE: Only appears if you have the Speechcraft Apprentice Mastery Level. This permits you a free rotation of the wedges once in each Persuasion round.

START: Begins a Persuasion round.

DONE: Exits the Persuasion Menu. Not available until you have made all four action choices.

Persuasion Rules

In each round of Persuasion, you must Admire, Boast, Joke, and Coerce and you can only choose each option once per round, but in any order you desire. Each of these actions raises or lowers the person's disposition. You may play many rounds of Persuasion before raising the person's Disposition to the desired level.

To begin a round of Persuasion, select the Start Button. Each of the four quadrants will fill with wedges of different sizes. The size of the wedge reflects the scale of the potential effect of your choosing an action. Choosing a large wedge has a great effect; choosing a small wedge has a small effect.

As you highlight in turn the Admire, Boast, Joke, and Coerce quadrants, the person's face shows his reaction to each of the actions. For each of the four actions, he will Love one, Like one, Dislike one, and Hate one. Don't take too long, because the person's disposition is steadily falling. The person's disposition goes up when you select a Loved or Liked action and goes down when you select a Disliked or Hated action.

The potential gain or loss for each action is based on your Speechcraft and how full the wedge is. Try to select fuller wedges when they are aligned with actions the person likes. Try to select less full wedges when they are aligned with actions he doesn't like.

The Arts of Combat

To defend themselves from monsters and marauders, travelers and adventurers learn to use weapons and armor.

Weapons
There are two kinds of weapons: melee weapons like swords and maces, and bows. Better weapons are made from precious materials, and may bear useful enchantments. The damage you do depends on the weapon itself, your skill, and the condition of the weapon (i.e., whether the weapon is in good repair).

Melee Attacks
There are two types of attacks: Basic Attacks and Power Attacks. Basic Attacks are quick, but do less damage. Power Attacks are slow, but do more damage. To make a Basic Attack, click and release the **Left Mouse Button**. To make a Power Attack, click and hold the **Left Mouse Button**. Use the **W, A, S** and **D keys** to perform different Power Attacks.

At lower Mastery Levels, Blade, Blunt, and Hand to Hand skills let you make a basic Power Attack in any direction. At higher Mastery Levels, Blade, Blunt, and Hand to Hand skills let you make Mastery Power Attacks with left, right, and rear character movements; these Mastery Power Attacks have special bonuses and effects.

Ranged Attacks
To attack with a bow, click and hold the **Left Mouse Button** to draw the bowstring to full extension, then release the **Left Mouse Button** to fire the arrow. It takes time to draw the bowstring back for a full-power attack. A Journeyman of Marksman can zoom-in with the bow by holding Block (**Right Mouse Button**) with an arrow nocked.

One-Handed and Two-Handed Weapons
Certain weapons, like daggers, short swords, maces, and war axes, are one-handed weapons, and can be used with a shield. Other weapons, like battleaxes, claymores, and warhammers, require two hands, and cannot be used with a shield. (Highlight a weapon in the Inventory Menu to see whether it is one-handed or two-handed.)

Blocking
To block, click and hold the **Right Mouse Button**. A shield or weapon block reduces the damage you take. Shields are much more effective at Blocking than weapons.

An effective combat strategy is to block an enemy's blow, then quickly follow up with your own attack to catch the enemy before he can ready his block. Establishing this block-and-counter rhythm in melee combat can greatly improve your combat effectiveness.

Armor
Each piece of armor you wear adds to your overall protection, or "armor rating." The higher the armor rating, 16 the better you are protected. The amount of protection you receive from a piece of armor depends on the armor itself, your skill with that type of armor, and whether the armor is in good repair.

Your Armor Rating is the percentage of damage done to you that your armor will absorb. As armor takes damage, its condition decreases. This also lowers how much protection the armor offers. Your armor rating is the total of all the armor you are wearing. Certain pieces contribute more towards your rating than others.

Repairing Weapons and Armor
Weapons and armor sustain damage as you use them. The lower the condition of the weapon, the less damage it does. When its condition goes to zero, the weapon or armor becomes unusable. Use repair hammers to repair your armor and weapons. The success of your repair depends on your Armorer skill.

Note: *Only a Journeyman Armorer or higher can repair magic items. You can also find people who can repair these items as a service. It will cost you, but they always repair the item back to full condition (even magic items).*

Other Combat Situations

Getting Knocked Down
You can be knocked down during combat as the result of a powerful blow from an opponent. Hitting someone who is knocked down does more damage.

Dodging
At Journeyman Mastery, a Journeyman gains the Dodge ability, and can hold block and jump in a direction to do a quick avoidance roll.

Yielding
If you get into a fight with a friend, you can yield to him to stop the combat by holding Block and activating that character. If he likes you enough, he will stop the fight.

Crime and Punishment

Crimes, Bounties, and Jail
In general, the following actions are considered crimes and are reported as such if you are detected:

- Stealing items, horses, etc.
- Grabbing or picking up an owned item
- Trespassing
- Starting a fight (defending yourself is not a crime)
- Killing a character (defending yourself is not a crime)

When a crime is reported, a Bounty of a value proportional to the seriousness of your crime is placed on your head. If you encounter guards while you have a Bounty on your head, they may approach and arrest you. If you run, they'll chase you. If you manage to escape, you'll find that the legal system is very efficient, and anywhere you encounter guards, they will attempt to arrest you. Once they catch you, you'll have several options.

- If you have the money, you can pay off the Bounty on your head and avoid jail. If you have stolen items in your Inventory, they'll be taken from you, including things you may have stolen without getting caught. Guards can always spot stolen merchandise.

- You can resist arrest, which is not really a high percentage move, since guards are very tough, attempt to kill those who resist arrest, and even if you do escape, you're still held accountable for the Bounty on your head.

- You can agree to go to jail rather than pay the fine. When you are released, some skills will decrease due to your inactivity in prison. The number of skills, and the amount they deteriorate, depends on the length of your sentence. Any stolen items in your Inventory are taken from you. Occasionally certain skills increase, rather than decrease, during your confinement, thanks to the generous sharing of trade secrets among the criminal community. It's also said that those interested in joining the secretive Thieves Guild can make helpful contacts in the collegial atmosphere of criminal offenders.

It is possible, but very difficult, to escape from jail. It is difficult to see the benefit of such an action, since you still have a Bounty on your head. But some members of the criminal community feel it is their obligation to escape from jail as a matter of principle.

It is also possible to recover stolen items that have been confiscated from you upon your incarceration. Such items are held in Stolen Goods containers near the jail cells. Stealing things out from under the noses of jail guards is very difficult, but, again, some criminals consider it a matter of principle to recover their ill-gotten goods.

Horses, Houses, Books, Containers

Horses

To ride a horse, activate it. Use the **W, A, S**, and **D keys** to steer the horse, and the **Mouse** to look around. Activating a horse that does not belong to you is horse stealing, a serious crime. To purchase your own horse, visit stables outside the towns. When you fast-travel to a city, your horse is left for you at the local stable, just outside the city gates.

Houses for Sale

Houses of varying qualities are for sale in each of the towns, and, once you own a house, you can also purchase furnishings for that house from local merchants. To learn more about houses for sale, visit the counts, countesses, or their agents in the town's castle.

Books and Other Documents

When you pick up a book or document to read, you can put it back where you got it (select 'Exit') or put it in your inventory (select 'Take'). If a book is already in your inventory, navigate to it in your Inventory Menu and **Left Click** to open it. Use the Prev and the Next buttons to flip back and forth through a book's pages. Use the **Mouse Wheel** to scroll up and down through a scroll's text.

Special Skill Books improve your skills. Just opening these books produces a message indicating which skill has improved. A book only improves a skill once; repeat readings have no effect.

Containers

Containers include things like chests, sacks, crates, barrels, dead bodies, and more. To see what's inside a container, direct your Crosshair over the object so the Purse icon appears, then press **Spacebar**. If the Purse icon is white, you're free to take and use the contents of the container. If the Purse icon is red, someone else owns the container, and taking anything from the container is stealing, and a crime if you are detected. If the Purse icon is red, and the container is locked, any attempt to pick the lock is stealing, and a crime if you are detected.

Take things one at a time from a container by **Left Clicking** them. Click the lefthand bag to display your own inventory; click the righthand bag to display the container's inventory. Click the Take All button to take all things in a container, or click the Exit button (or press **Spacebar**) to exit a container. To place something in a container, display your own inventory, and select an item to place it in the container.

Warning! Don't leave things in containers you don't own! They may not be there when you come back for them!

Increasing your Skills and Leveling Up

Increasing Skills

There are three ways to increase a skill:

1. Use it over and over. The lower the skill score, the easier it is to increase it by using it. It takes much longer to raise a high skill by using it. Review your progress toward increasing a skill in the Skills Display of the Stats Menu.
2. Buy training from another character. You can only train 5 skills points per level.
3. Learn more about the skill from special books.



Raising Your Level

Increase the Major Skills associated with your class to raise your level. In order to raise your level, you must improve any combination of your Major Skills by a total of 10 points. Review your progress toward increasing your level in the Skills Display of the Stats Menu.

You will receive a message and an Icon will appear on the screen when you have raised your skills enough to raise a level. You must use a bed to sleep and meditate on what you've learned in order to increase your level.

When you raise a level, you are given an opportunity to increase three of your eight Attributes. Certain attributes may receive a bonus modifier, which is determined by which skills you have increased since you last raised level. For example, if you improved several skills that have Personality as a governing attribute, then you will see an appropriate bonus modifier for Personality. Whether a skill is Major or Minor does not affect the modifier. In addition, when you raise a level, your Health is increased by one-tenth of your Endurance.

Options and Preferences

You can access the Options Menu from the Main Menu when you load Oblivion or at any point during the game, by pressing the **ESC Key**. The Options Menu allows you to adjust your gameplay, audio, video, and control settings.

Gameplay

Using this menu, you can adjust the Difficulty slider and toggle certain features off or on, including: General Subtitles, Dialogue Subtitles, Crosshair, Save on Rest, Save on Wait, and Save on Travel.

Video

You can adjust several Video settings from this menu. Changing your resolution and adjusting your View Distance slider will give you the biggest improvements in performance. You can also adjust Texture Size, LOD sliders, Grass slider, change Distant LOD settings, and tweak your shadow, water and light settings. Consult the Readme.txt file where you installed the game for more details on these settings.

Audio

Use this menu to adjust volume levels: Master, Voice, (Sound) Effects, Footsteps, and Music.

Controls

In this menu you can adjust Vertical and Horizontal Sensitivity, Invert the Y Axis, and toggle Rumble. You can also reassign the Action Mapping for the game's controls.

Downloads

Select this option to download and view new content.

Warranty Information

ZeniMax Europe Limited guarantees to the original purchaser of this computer software product that the disk/cartridge supplied with this product shall not show any fault during the first 90 days from the date of receipt of ownership. In the first instance please return the faulty product to the point of purchase, along with any proof of purchase. If for any reason this is not possible then please return the product to ZeniMax Europe Limited at the address below along with any proof of purchase, location of purchase, a statement describing the fault and any original packaging you may have. ZeniMax Europe Limited will reimburse the postage costs of returning any faulty products. This warranty is in addition to and does not affect your existing statutory rights regarding the product and your statutory rights are in no way restricted or affected by this warranty. If you require further advice regarding your statutory rights then please contact a citizen's advice bureau, consumer affairs adviser or lawyer.

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Technical and Customer Support

For technical and customer support, please call **+44 20 3027 0982**, UK opening hours: 8:00am to 7:00pm Monday to Friday with the exception of UK public holidays, and Saturday from 09:00 am to 5:00pm, email **SupportUK@bethsoft.com** or visit **www.bethsoft.com**. For warranty claims send your game disc to ZeniMax Europe Limited, Skypark – 9th Floor, 8 Elliot Place, Glasgow, G3 8EP, United Kingdom, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.

Gameplay Controls

- **Q** – Auto Move
- **W** – Forward
- **E** – Jump
- **R** – Switch View/ Vanity Mode
- **T** – Rest
- **Tab** – Menu Mode
- **A** – Slide Left
- **S** – Back
- **D** – Slide Right
- **F** – Sheath Weapon/ Torch
- **Z** – Grab
- **C** – Cast
- **Caps Lock** – Always Run
- **Shift** – Run
- **Ctrl** – Crouch/Sneak
- **Alt** – Block
- **Space** – Activate

Mouse:

- Use/Attack
- Block
- Click to switch between first-person and third-person views. Hold to enter Vanity Mode. Scroll to zoom your view in and out in third person.

Quick key: **1** thru **8**

- **F5** – Quick Save
- **F9** – Quick Load



Bethesda®















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